



Raptors	2000 / 2000
The W'adrhün	

Warband 1

👑 Predator								1	150
M	V	C	A	W	R	D	E	Type	Infantry
6	3	3	6	5	3	2	1	Class	-
Special Rules			Barrage (3) [18", Armor Piercing (1), Deadly Shot], Fiend Hunter, Forward Force						
Supremacy Abilities			Thrill of the Kill						
Options									
Warband Cults			Famine						
Artefacts			Mantle of the Devoted						
Teachings of Conquest			Voice of Conquest						
Way of the Hunt			Animalistic Focus						

Raptor Riders						Mainstay		4	240
M	V	C	A	W	R	D	E	Type	Cavalry
8	2	2	5	5	3	2	2	Class	Light
Special Rules			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
Command Models			Huntress						

Slingers						Restricted		4	210
M	V	C	A	W	R	D	E	Type	Infantry
6	3	2	4	5	2	1	0	Class	Light
Special Rules			Barrage (4) [18", Torrential Fire]						
Command Models			Leader						

For every 2 Wounds caused by this Regiment as a result of a Volley Action, the target Regiment takes 1 Morale Test. This Rule does not apply to Character Stands that have joined the Regiment.

Warband 3

Matriarch Queen	1	100
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M	V	C	A	W	R	D	E	Type	Infantry
6	2	3	5	5	4	3	0	Class	-
Draw Events			To the Last Breath						
Special Rules			Inspiring Presence, Cleave (1)						
Options									
Warband Cults			Famine						

Blooded						Mainstay		3	150
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	6	5	3	2	1	Class	Medium
Command Models			Leader						
Options									
Officers			Skirmisher						

Apex Predator						Restricted		1	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Special Rules			Deadly Blades, Cleave (2), Fearless, Fiend Hunter, Unstoppable, Terrifying (2), Impact (5), Bellowing Roar						

Warband 3

Mounted Predator								1	110
M	V	C	A	W	R	D	E	Type	Cavalry
8	3	3	5	6	3	2	1	Class	-
Special Rules			Barrage (3) [18", Armor Piercing (1), Deadly Shot], Fiend Hunter						
Options									
Warband Cults			Famine						
Way of the Hunt			Ceaseless Hunt						

Raptor Riders						Mainstay		4	240
M	V	C	A	W	R	D	E	Type	Cavalry
8	2	2	5	5	3	2	2	Class	Light
Special Rules			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
Command Models			Huntress						

Raptor Riders						Mainstay		4	240
M	V	C	A	W	R	D	E	Type	Cavalry
8	2	2	5	5	3	2	2	Class	Light
Special Rules			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
Command Models			Huntress						

Raptor Riders						Mainstay		3	180
M	V	C	A	W	R	D	E	Type	Cavalry
8	2	2	5	5	3	2	2	Class	Light
Special Rules			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
Command Models			Huntress						

Apex Predator						Restricted		1	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Special Rules			Deadly Blades, Cleave (2), Fearless, Fiend Hunter, Unstoppable, Terrifying (2), Impact (5), Bellowing Roar						

Rules

Animalistic Focus

The Regiment this Character Stand is currently attached to gains the Sureshot Special Rule.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Bellowing Roar

This Regiment counts as following the Cult of Conquest and benefits from and uses the War Chant Army Rule. This Regiment may only Chant from the Cult of Conquest

Ceaseless Hunt

The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Deadly Blades

When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Fearless

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fiend Hunter

Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Forward Force

The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Huntress

A Huntress combines the benefits provided by both the Leader and the Standard Bearer.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Inspiring Presence

The Regiment this Character Stand is currently attached to gains the Bravery Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Mantle of the Devoted

The non-Monster Regiment this Character Stand is currently attached to gains the Fanatic Special Rule.

Skirmisher

The Regiment, including currently attached Character Stands, add +1 to its March Characteristic and may perform a free additional Withdraw Action once each Round in addition to its two normal Actions.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Thrill of the Kill

All Friendly Regiments may Re-Roll their Charge Rolls this Round. In addition, all Friendly Light Regiments add +3" to their Charge Distance, all Friendly Medium Regiments add +1" to their Charge Distance and all Friendly Heavy Regiments gain the Impact (+1) Special Rule.

To the Last Breath

Select a friendly Regiment within 8" of this Character Stand. That Regiment Heals 4 Wounds. Each Regiment may be the target of To the Last Breath Draw Event only once per Round

Torrential Fire

When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Voice of Conquest

This Character Stand and any Regiment they are currently attached to count as following the Cult of Conquest.